pride utilities

TRANSMAT

For the
AMSTRAD
CPC 464/664/6128

TRANSMAT

TRANSMAT is a sophisticated tape to disc
transfer program for the Amstrad DDI-1 disc
drive system. It also contains some disc file
manipulating programs to help you construct a
working disc. TRANSMAT will faithfully
transfer tape based programs on to disc but
some alteration to the programs may be
necessary for them to run correctly.

If you have bought TRANSMAT on cassette then
you must use TRANSMAT to transfer TRANSMAT
onto disc. Just follow these instructions
fully, they will be explained later.

*N.B. When used with a 664 or 6128, Remote Lead working
on your tape recorder is necessary.*

a) Make sure the disc drive is attached and
reset the computer.
b) Place disc in drive and Enter |TAPE and
then RUN" (CTRL and small ENTER).
c) Play tape. When TRANSMAT runs do not
release PLAY button.
d) Enter TRANS 2 AUTO. When prompted press
ENTER.
e) TRANSMAT will then transfer the next copy
on tape to disc.
f) When the cursor returns reset the
computer.

Load TRANSMAT from disc with RUN"TRANSMAT.

COMMANDS

When you see (A)- or (B)- and then a black
cursor this means you are in command level.
The following commands are available:-

a) TRANS n

This will transfer n programs from tape onto disc. The n (number) must be within the range 0 - 255. If the number is not known then enter 0 and press ESC when copying is complete to return to command level. TRANSMAT will wait for you to enter your own filename to prevent the problem of creating BAK files of programs with same names. If you press CLR then that program will not be transferred. In this mode you also have the facility to add a small relocator program to the main program to prevent corruption of the area of memory reserved for the disc drive on subsequent loading if necessary.

b) TRANS n AUTO

This will transfer n programs from tape onto disc. The n (number) must be within the range 0 - 255. If the number is not known then enter 0 and press ESC when copying is complete to return to command level. This mode will automatically transfer the programs, forcing the filename to be legal and not relocating any code so it should only be used for programs you know will not corrupt the disc drive area eg. BASIC or ASCII.

c) **INFO**   This will print out all the relevant information on all programs and files on the disc in the selected drive.

d) **DISCA**   Select disc drive A.

e) **DISCB**   Select disc drive B.

f) **CPM**   Enter CPM.

g) **BASIC**   Return to BASIC.
You can re-enter TRANSMAT by typing !TMAT.

h) REN newname=oldname   Rename a file.

i) ERA filename   Erase a file.

j) DIR   Directory.

l) USR n   Change to user number n.

Note that you can use ambiguous file references (*,?) with DIR and ERA. See your disc drive handbook for more information on commands h-l.

CONVERSION

As you probably are aware, you cannot always use the same filename that you would when SAVEing on cassette when using the disc drive. TRANSMAT will, in the AUTO mode, try to make a legal disc filename out of the original cassette filename (It will also do this in the non-AUTO mode if you just press ENTER when it allows you to enter your own filename). This will mean that if, in the majority of times, there is a BASIC loader program which draws a logo and then LOADS the next program you will manually have to alter the appropriate LOAD command to cater for the new name. This is also true if it tries to LOAD an unnamed program (LOAD" or RUN"). TRANSMAT will have already removed any protection on the BASIC program so that you can list it. If the first program is a binary file then some knowledge of machine code is necessary. However if you use INFO you may find that the second program has an Execution address (Exc). If this is true then you may be able to RUN" it directly without the first program. If there are more than two programs then make sure that you LOAD them in the correct order, note the names down as they are transferred or use the printer option.

Another problem which you may come across, is the fact that when the disc drive is attached HIMEM is lowered by 1284 bytes and if the original program is located too high in memory then LOADing from disc will corrupt itself and crash the computer. Again TRANSMAT will try to help you out on this in the non-AUTO mode. If it sees that you are likely to have this problem then it will print out the Location (Loc.), Length (Len.) and if present the Execution address (Exc.) of the problem program. It will then ask you if you wish to add a relocator to the program, pressing N will transfer program as per the original. Pressing Y will move the program to the highest point in memory and add a 14 byte relocator program to the beginning. It will then print out the new Len, Loc and Exc. Exc. will normally be the same as Loc and it refers to where you execute the relocator when you next LOAD the program. If the original program had an Exc. then CALLing or RUN"ing the relocator will put the program back to its original place and then execute it. If it did not have an Exc. then CALLing (DO NOT USE RUN") it will relocate the program and then RETurn to BASIC. Once the program has been relocated disc operations will not function correctly. Sometimes user defined graphics are LOADed from tape. These should not be relocated but just LOADed 1284 bytes lower in memory. The same applies to BASIC programs which POKE the DATA into place.

Below, are some examples of popular early software which have some of the above problems and how you can transfer them but remember that copies of commercial software made using TRANSMAT or by other means should not be sold or given away to a third party. **THEY ARE FOR YOUR OWN USE ONLY.**

Examples of problem programs

Use TRANSMAT in the non-AUTO mode. In the following, CLEAR means press CLR when TRANSMAT is waiting for a SAVE name ie. does not transfer this program. DEFAULT means press ENTER when TRANSMAT is waiting for a SAVE name ie. use original filename. RELOCATE means press Y to the prompt LOCATION ERROR. Relocate (Y/N).

CODENAME MAT
CLEAR the first program and DEFAULT and RELOCATE second. LOAD game with RUN"MAT

HARRIER ATTACK
CLEAR the first program and DEFAULT and RELOCATE second. LOAD game with RUN"HARRIERA

HUNTER KILLER
DEFAULT first program and rename last four programs HK1 to HK4. Do not RELOCATE HK1. Make the following changes to HUNTERKI.BAS

```
7000 LOAD "HK1",40956
7005 LOAD "HK2"
7010 RUN "HK3"
```

Replace the LOAD command in line 65100 of HK3 with LOAD "HK4"

ROLAND ON THE ROPES
DEFAULT all programs (4), RELOCATE the fourth. Make the following changes to ROLAND2
37 CALL &766E

Using the REN command do the following:

```
REN ROLAND.D=ROLAND.BAK
REN ROLAND.C=ROLAND.BIN
```

TRANSMAT INFORMATION EXCHANGE

We are currently compiling a list of problem programs and their solutions. If you would like more information then send an SAE to us and mark the envelope TIE.